



### Important Note to Operators

If the *Gauntlet Operators Manual* was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari Games manuals for coin-operated games also include illustrated parts lists.)

## Self-Test

Coin and game options are selected by turning on the Self-Test switch to select the Self-Test Mode. Statistical information can also be viewed to help set the options for maximum player appeal. The self-test switch is located on the Audio PCB for the U.S. version and on the utility panel for the Irish version (see Chapter 1 in the *Gauntlet Operators Manual* for illustrations showing the switch locations).

If error messages appear on the screen, refer to Chapter 3 in the Gauntlet Operators Manual.

### Switch Test

The Switch Test screen indicates the condition of the player controls. *INPUT 0 through 3* in the display corresponds to the player controls as follows:

- INPUT 0 = Warrior (Thor)
- INPUT 1 = Valkyrie (Thyra)
- INPUT 2 = Wizard (Merlin)
- INPUT 3 = Elf (Questor)

Operate the joysticks and pushbuttons for each player and check that the Switch Test screen displays a 0 (zero) under the appropriate row of numbers as follows:

#### Player Control Switch Test

Procedure	Test Indication							
	7	6	5	4	3	2	1	0
Joystick up	0							
Joystick down		0						
Joystick left			0					
Joystick right				0				
Press Fire							0	
Press Magic								0

### Coin Options

The Coin Options screen indicates the current coin option settings and is used to change those settings.

*MULTIPLIER* should have a red box around it. Move the Warrior joystick right or left to cycle through eight multiplier selections as follows:

- 1 Coin Counts as 1 Coin (Default)
- 1 Coin Counts as 2 Coins
- 1 Coin Counts as 3 Coins
- 1 Coin Counts as 4 Coins
- 1 Coin Counts as 5 Coin
- 1 Coin Counts as 6 Coins
- 1 Coin Counts as 7 Coins
- 1 Coin Counts as 8 Coins

Select the desired value. Note that the default (recommended) setting of *1 Coin Counts as 1 Coin* is highlighted in green.

Move the Warrior joystick down to move the red box to *BONUS ADDER*. Move the Warrior joystick right or left to cycle through seven bonus adder selections as follows:

- None (Default)
- 2 Coins Give 1 Extra Coin
- 4 Coins Give 1 Extra Coin
- 4 Coins Give 2 Extra Coins
- 5 Coins Give 1 Extra Coin
- 3 Coins Give 1 Extra Coin
- Free Play

Select the desired value. Note that the default (recommended) setting *None* is highlighted in green.

If you want to cancel the coin option changes and restore the original settings, press the Warrior Fire button.

Press the Warrior Magic button to set the game for the options selected and obtain the next screen. *Exiting from the Coin Options screen by turning off the Self-Test switch will **not** set the game for the selected coin options.*

### Game Options

The Game Options screen indicates the current game option settings, and is used to reset the high-score table and change the game option settings. Refer to Game Option Settings for the available options and the default (recommended) settings. Note that the default settings are highlighted in green.

Move the Warrior joystick right or left and note that the settings in the red box change. Select the desired value. Move the Warrior joystick up or down to move the red box to the desired option. Move the Warrior joystick right or left to cycle through all the available game option settings, and select the desired value. Repeat this procedure for the remaining options.

If you want to cancel the option changes and restore the original settings, press the Warrior Fire button.

Press the Warrior Magic button to set the game for the options selected and obtain the next screen. *Exiting the Game Options screen by turning off the self-test switch will **not** set the game for the selected options.*

Atari Customer Service: United States (408) 434-3950  
Europe (Ireland) 062 52155

#### Game Option Settings

Option Name	Available Settings
Reset High Score Table	No Yes ◀
Sounds in Attract Mode	No Yes ◀
Restore Factory Default Settings	No ◀ Yes
Game Difficulty	0—Easiest 1 2—Easy 3 4—Moderate ◀ 5 6—Hard 7—Hardest
Health Per Coin	100, 125, 150, 175, 200, 225, 250, 300, 350, 400, 450, 500, 550, 600 ◀, 650, 700, 750, 800, 850, 900, 950, 1000, 1200, 1300, 1400, 1500, 1600, 1700, 1800, 1900, and 2000
Coins to Start	1 ◀, 2, 3, 4
Automatic Reset of High Score Tables	No Yes ◀
Disable Speech	No ◀ Yes

◀ Manufacturer's recommended settings

*Restore Factory Default Settings*—If you select **Yes** and exit from the Game Options Screen by pressing the Warrior Magic button, the game option settings stored in nonvolatile RAM will be cleared and replaced by the manufacturer's default (recommended) settings when the game enters the Attract Mode.

*Game Difficulty*—The Game Difficulty settings adjust the frequency of monster generation (hardest game difficulty generates monsters the fastest).

*Game Difficulty or Health Per Coin*—If you change the game difficulty or the health per coin values and exit the Game Options screen by pressing the Warrior Magic button, a screen with the message *PRESS BOTH WARRIOR BUTTONS TO ABORT CLEARING STATS* will appear as soon as the self-test switch is turned off and the game returns to the Attract Mode. If you press the Warrior Magic and Fire buttons simultaneously within the displayed 10-second countdown, the statistics, histograms, and high score table information will be retained. Otherwise they will be cleared (reset).

*Automatic Reset of High Score Tables*—If you select **Yes** and exit the Game Options screen by pressing the Warrior Magic button, the High Score Table will automatically be reset to the factory scores and initials after every 2,000 games, but no less than 200 games since the last player entered initials.

*Disable Speech*—If you select **Yes** and exit the Game Options screen by pressing the Warrior Magic button, the speech portion of the game sounds will be disabled.

### Statistics

The Statistics screen provides a visual check of the current game statistics. The statistics information is accumulated either from the first time the game was turned on or from the last time the statistics were reset. To reset the statistics information, press the Warrior Fire button.

The following information appears on the Statistics screen:

- The *Plyr 0–3 Coin* messages show the number of coins deposited in each of the four coin mechanisms.
- The *0–4 Plyr Mins* messages show the total time, in minutes, of all the 0-, 1-, 2-, 3-, and 4-player games that were played. (A “zero-player” game is the time that the game was turned on but not being played.)
- Total Games* shows the total number of games played. One “game” is the time between leaving the Attract Mode and returning to it, regardless of time, number of coins inserted, or how many have played Gauntlet. The games are measured since the last time the statistics were cleared.
- Error Count* shows the number of EEPROM errors that were detected.
- Total Coins* shows the total number of coins deposited in all the coin mechanisms.
- Avg Time/Coin* shows the average game time per coin, in seconds, for all players.

### Histograms

The Histograms for Players 0 through 3 (0 = Warrior, 1 = Valkyrie, 2 = Wizard, 3 = Elf) are selected by pressing the Warrior Magic button. For each of four players, these screens show the lengths of the games from 0 to 300 or more seconds. The Histograms also provide corresponding bar graphs.

The game times information is accumulated either from the first time the game was turned on or from the last time the game times were reset. To reset the Histograms, press the Warrior Fire button while displaying the Histogram for Player 3.